This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1.   (Currently Amended) A location-based game system, comprising:

    a.   a wireless communication network capable of transmitting digital information;

    b.   at least one wireless ~~device~~ cellular telephone capable of transmitting and receiving digital information from said wireless communication network, each said wireless telephone being assigned to at least one player;

    c.   a physical location means coupled to said wireless ~~device~~ cellular telephone used to automatically determine ~~and transmit~~ the physical location of each said player assigned to said wireless ~~device~~ cellular telephone, said physical location means being used to intermittently or continuously transmit the physical location of said player operating said wireless cellular telephone over said wireless communication network;

    d.   a wide area computer network coupled to said wireless communication network to enable the physical location of said player assigned to one said wireless cellular telephone to be uploaded from said wireless cellular telephone over said wireless communication network, and;

    e.   a location-based software game that uses the physical location ~~information~~ from each said player to achieve the object of the game.

2.   The location-based game system, as recited in Claim 1, wherein said location –based software game is located the memory of said wireless ~~device~~ cellular telephone.

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3.   The location-based game system, as recited in Claim 1, further including a central computer connected to said wide area network.

4. (Currently Amended) The location-based game system, as recited in Claim ~~1~~3, wherein said location –based software game is located into the memory of said central computer connected to said wide area network.

5.   The location-based game system as recited in Claim 4, wherein said location-based software game is a laser tag game that monitors and records the number of hits of a laser beam generated by a laser been transmitter on a laser beam receiver.

6.   The location-based game system, as recited in Claim 5, wherein said central computer includes a database file for said player to record the location of said player.

7.   (Currently Amended) The location-based game system, as recited in Claim 5, further including a laser beam sensor coupled to said wireless ~~device~~ cellular <u>telephone</u>, said laser beam sensor used to detect a laser beam from a laser transmitter.

8.   (Canceled)

9.   (Currently Amended) The location-based game system, as recited in Claim ~~1~~ <u>3</u>, further including a client-side software program loaded into said wireless device and a server

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side software program loaded into said central computer to enable said wireless ~~device~~ cellular telephone to communicate with said central computer over said wide area network.

10. The location-based game system, as recited in Claim 5, wherein the object of said location based software game is to find a selected target by said players.

11. The location-based game system, as recited in Claim 10, wherein said target is selected by said central computer.

12. The location-based game system, as recited in Claim 10, further including means to transmit clues to said player to find said target.

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